

CLAIMS

What is claimed is:

1. A demonstration display method for a game machine comprising the steps of:

displaying a changing display screen on a display unit, wherein said changing display screen corresponds to a presentation pattern which is determined from among a number of presentation patterns, based on predetermined conditions;

identifying a presentation sequence of said presentation pattern, based on record sequence information; and

successively displaying said changing display screen on said display unit, wherein said changing display screen corresponds to each presentation pattern, based on the predetermined presentation sequence.

2. A demonstration display method for a game machine as defined in claim 1, further comprising the step of displaying said changing display screen, which corresponds to one of said presentation patterns when a start signal is outputted by a game mechanism.

3. A demonstration display method for a game machine as defined in claim 1, further comprising the steps of:

using the sequence information where a plurality of records, in which said presentation pattern for demonstratively displaying said changing display screens is registered so as to be specifiable, are registered in accordance with said demonstrating sequence;

successively displaying said changing display screen corresponding to the presentation pattern specified by any designated one of the plurality of records.

4. A demonstration display method for a game machine as defined in claim 1, further comprising the steps of

displaying a pattern, which is designated by start pattern designation information where the pattern to be displayed at a start of the display of the display screen for each of said presentation patterns within said sequence information at the start of said display of said display screen; and

displaying a pattern, which is designated by a last pattern designation information where the pattern to be displayed last of said display screen for each of said presentation patterns within said sequence information at the last of said display screen.

5. A game machine for a demonstration comprising:

a display unit that displays a changing display screen on a display unit, wherein said changing display screen corresponds to a presentation pattern that is determined based on predetermined conditions from among a number of presentation patterns;

a storage unit that records sequence information, in which a sequence of presentation of each said presentation pattern is recorded; and

a control unit that makes said display unit successively display said changing display screen, wherein said changing display screen corresponds to each said presentation pattern, according to a specified presentation

sequence based on the sequence information.

6. A game machine for a demonstration as defined in claim 5, wherein when a start signal has been outputted by a game mechanism,

said control unit causes said display unit to display the changing display screen corresponding to one of said presentation patterns.

7. A game machine for a demonstration as defined in claim 5, wherein said storage unit records therein said sequence information where a plurality of records, in which said presentation patterns for demonstratively displaying said changing display screens are registered so as to be specifiable, are registered in accordance with said demonstrating sequence, and wherein said control unit causes said display unit to successively display said changing display screens from the changing display screen corresponding to the presentation pattern specified by any designated one of the plurality of records

8. A game machine for a demonstration as defined in claim 5, wherein said storage unit records therein start pattern designation information where a pattern to be displayed at a start of the display of said each changing display screens is designated, and a last pattern designation information where a pattern to be displayed last of said each changing display screen is designated, in association with each of said presentation patterns within said sequence information, and said control unit causes said display unit to display the pattern designated by the start pattern designation information, at the

start of the display of the changing display screen, and to display the pattern designated by the last pattern designation information, at the last of the display of said changing display screen.

9. A demonstration display method for a game machine comprising the steps of:

sequentially displaying a plurality of changing display screens on a display unit, a sequence of display corresponding to a presentation pattern determined from among a plurality of predetermined presentation patterns;

determining if a start signal outputted by a game mechanism has been received;

if said start signal has been received, sequentially displaying said plurality of changing display screens on said display unit, the sequence of display corresponding to a play of said game mechanism;

determining if the play of said game mechanism has stopped; and

if the play of said game mechanism has stopped, returning the sequence of display to a presentation pattern determined from among the plurality of predetermined presentation patterns.